

ABSTRACT OF THE DISCLOSURE

A display object generation method in a computer game,
a program to execute and control the same, and a recording
medium for storing the program, enabling the game player
5 himself to generate a display object with a desired shape,
to be manipulated by the game player himself, are provided.
The program is executed by information processing equipment,
wherein a skeleton model set for the display object is
displayed on a display device, an input outline trace is
10 also displayed on the display device, the input outline
trace is associated with the skeleton model of the above
display object, the outline trace associated with the
skeleton model is expanded and converted into a three-
dimensional display object image, and the data of the
15 expanded and converted three-dimensional display object
image is displayed on the above display device.